**Name:**

***Video Violence Too Close To Real Thing? Questions***

**Answer the following in full sentences.**

1. Do you think that kids are desensitized to violence when they play violent video games? Why or why not?

Yes I do because now a days kids play video games for hours a day eventually they’ll pick up a few things from the video game unless they were taught the difference between fiction and reality.

2. Do you agree that there is a link between youth crime and video violence? What other factors might contribute to this problem?

Yes I do think there is a link between youth crime and video violence but I think everything is a factor in youth crime as well as politics, TV, adults, siblings, school, teachers and most of all who your friends are.

3. Do you agree with the decision by the merchants of Dawson Creek to refuse to sell violent video games to people under the age of 18? Explain your answer.

Yes I do just like the movies have Pgr-13 video games should have them as well. Also because some games now have a lot of sex in them.

4. Dr. Brent de Waal describes adolescent boys as "the engine of the video game industry." How does the video game industry target this group in its ads and games?

They always show other kids having a lot of fun by playing games, they also say that you’ll never be bored again if you had a video game. Then they show a kid could become popular if he or she gets a new video game.

5. Do you agree or disagree with the statement "you need conflict for a game to succeed, and without that tension, the games just aren't very fun." Can you think of any successful games which are fun that are not based on conflict and tension? What elements make these games interesting?

My favorite game has no conflicts at all which is Madden. Elements of a great game tome is a game that you won’t get tired of playing, also a game that you could play with your friends.

6. What do you think is the best solution to the problem of video violence?

I don’t really think that there is a solution to solving video game violence the only thing that I can think of is that Parents need to do a better job of letting their children know the difference between reality and fiction.